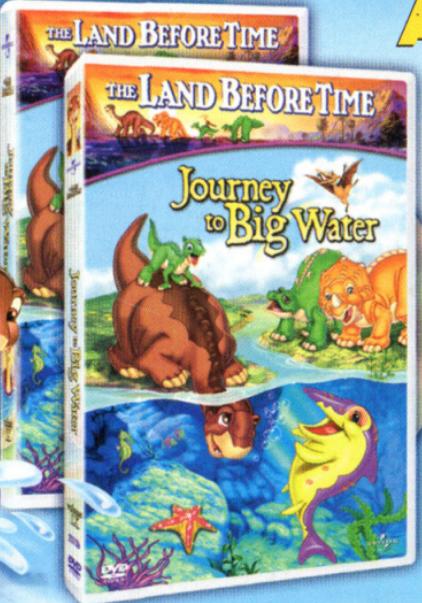


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NTSC U/C

PlayStation

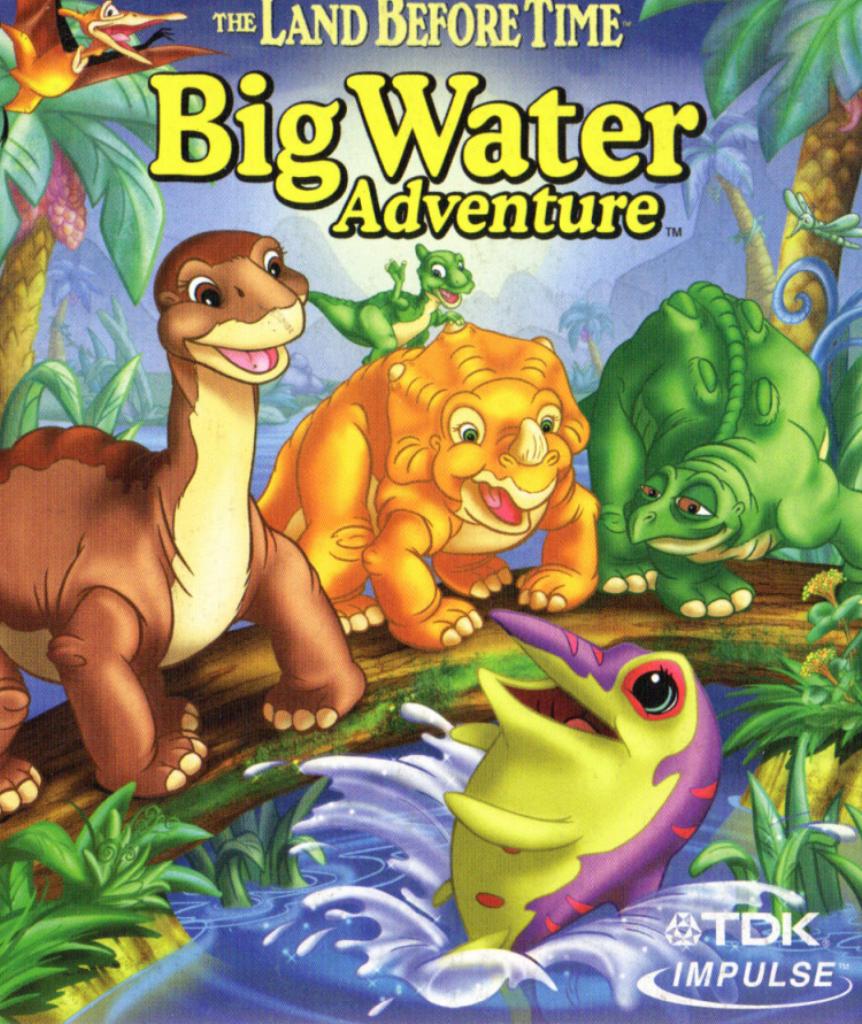
EVERYONE

E

CONTENT RATED BY

ESRB

SLUS-01481



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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## **USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

## **HANDLING YOUR PLAYSTATION DISC:**

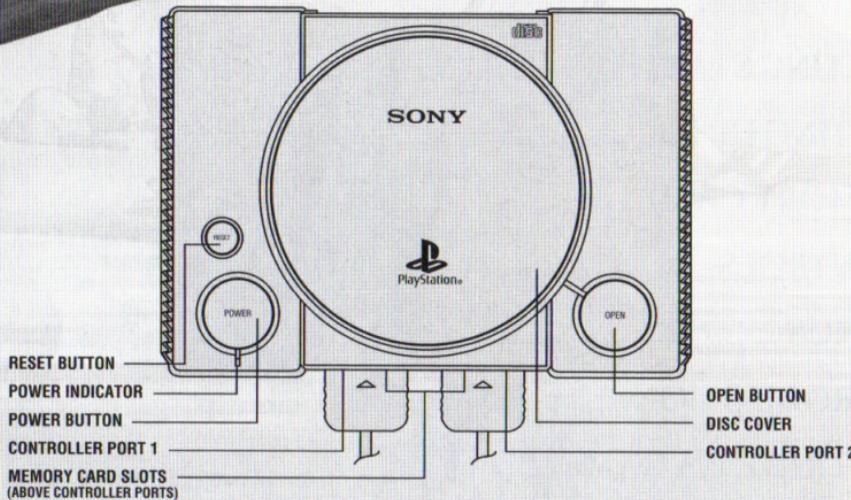
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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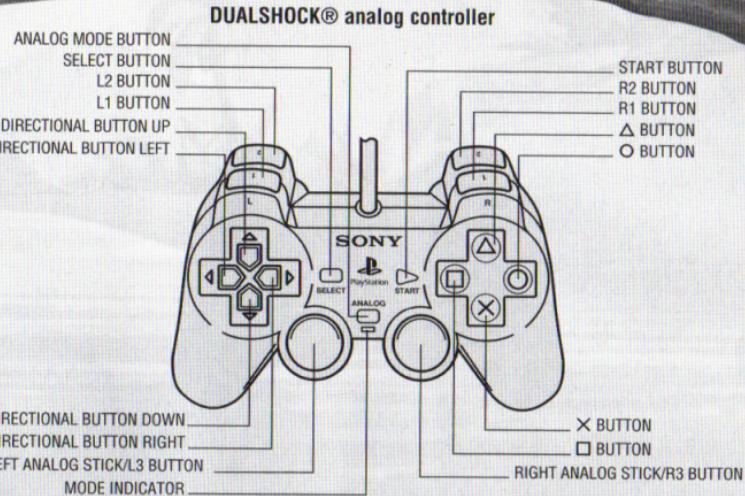


# GETTING STARTED



Setup your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert The Land Before Time™: Big Water™ Adventure disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

# SETTING UP



The Land Before Time™: Big Water™ Adventure is a one-player game and only makes use of controller port 1. A DUALSHOCK® analog controller may be used, but is not required.

## MEMORY CARD

This title uses MEMORY CARD slot 1 exclusively. A MEMORY CARD, sold separately, is optional for The Land Before Time™: Big Water™ Adventure game. A memory card can be used to save and resume a game so that progress is not lost. After the introduction, the game checks for a memory card. If a memory card is not inserted, a prompt appears as a reminder that games cannot be saved without the memory card. Do not insert or remove a memory card while loading or saving a game because problems may occur.

An option is given in the next screen to play without using a memory card. If you choose this option the game will continue, but you won't be able to save your game.

# CONTROLS

## CONTROLLER SET UP

- Move left or right.....Directional buttons
- Jump ..... button or button
- Head Butt or Tail Whip .... button or button
- Say Hello to Mo.....L1, L2 , R1 or R2 buttons
- Pause .....START button

## MENUS

Menus appear at specific times, such as when the game is paused or when saving or resuming games. Use the controls to navigate through the menus:

- Up.....Up directional button
- Down.....Down directional button
- Select ..... button
- Go Back..... button

# INTRODUCTION

Here's how the dinosaurs' journey begins...

A terrible storm has struck the Great Valley™, with skywater falling for days. Rivers have overflowed their banks and some creatures have even been washed into the Valley from the Big Water™. Littlefoot and his friends discover one of these creatures, a new swimmer called Mo. They befriend him and resolve to help return their new friend to his home in the Big Water™.



They will need your help to journey along with Mo out of the Great Valley™ and find their way through the Soggy Swamp and through the Mountain Pass to the Big Water™. There Mo can rejoin his family and play his own favorite jumping game. But be careful! Mo isn't the only creature the skywater pushed into the Great Valley™!

You can play the part of Littlefoot, Cera, Ducky or Spike as you travel through strange new worlds, searching for a way to help Mo get home. Petrie, your flying friend, will help you throughout your journey. Along the way you'll encounter obstacles and other challenges that stand in your way. Avoid danger by following Petrie's instructions, and collect Treestars™ as you navigate through each level. Petrie also has some games to play with you, so be sure to visit him!

# SETTING UP A GAME

## MAIN MENU

### New Game

This takes you to the Name screen. Use the directional buttons to highlight letters, and press the  $\otimes$  button to select them. To change a letter, highlight and select "Delete" and the last chosen letter will be deleted. To add a space, highlight and select "Space." When you have finished entering a name, highlight and select "OK." This will bring up the Character Select screen. If you want to go back to the Main Menu, press the  $\triangle$  button.



### Continue

This loads a previously saved game. This title uses MEMORY CARD slot 1 exclusively. Use the directional buttons to highlight one of your saved games, then press the  $\otimes$  button to select that game. When the Character Select screen appears, choose a character and press the  $\otimes$  button to resume play at the next uncompleted level. If you want to go back to the Main Menu, press the  $\triangle$  button.

### Options

This takes you to the Options screen. Here you can adjust music or sound volume, or turn the Vibration Function on or off.

To adjust the music volume, highlight the MUSIC selection, then use the left and right directional buttons to adjust the volume slider.

To adjust the sound effects volume, highlight the SOUND EFFECTS selection, then use the left and right directional buttons to adjust the volume slider.

To turn the vibration function on or off, highlight the VIBRATION selection, then press the  $\otimes$  button to change the selection from ON to OFF, or from OFF to ON.

From the Options menu, use the  $\triangle$  button to go back to the Main menu.

## Credits

Shows the credits for the game.

## SELECT A CHARACTER

At the Character Select screen you can choose which character to play in the game. Use the directional buttons to bring a character to the foreground, and press the  $\otimes$  button to select that character. Choosing Littlefoot, Cera, Spike or Ducky will start the main game. Choosing Petrie will bring up Petrie's Puzzle Game. Mo can't be selected when the game begins. Once you have completed the game with all four characters you can select Mo and play his Big Water™ Racing Game.

## SELECT AN AREA

After you select a character you choose a level to play. For a saved game, only the levels already completed and the next uncompleted level may be chosen. Use the directional buttons to highlight a level and press the  $\otimes$  button to begin the game on that level. Press the  $\triangle$  button to go back to the Character Select screen.

## PETRIE'S PLACE

Select Petrie to go to Petrie's Place. Use the directional buttons to highlight a selection, and press the  $\otimes$  button to make your choice. Press the  $\triangle$  button to go back to the Character Select screen.

### Petrie's Game

This takes you to the Select a Puzzle screen. Use the directional buttons to highlight a selection, and press the  $\otimes$  button to make your choice. Press the  $\triangle$  button to go back to Petrie's Place. At the beginning of the game only a few puzzles will be available, but as you collect more Treestar™, you'll be able to select more and more puzzles!



To assemble a puzzle use the directional buttons to fly Petrie over a puzzle piece, then press the  $\otimes$  button to select that piece. Now use the directional buttons to fly Petrie and the piece over a square on the puzzle board and press the  $\otimes$  button again to place the piece. If the piece is incorrectly placed the colors will be yellowed. Once all the pieces are in the right places you'll get a surprise! You can press the  $\triangle$  button at any time to return to the Select a Puzzle screen.

### Puzzle Movie Gallery

This takes you to the Select a Puzzle Movie screen. Use the directional buttons to highlight a selection, press the **X** button to make your choice and see the movie. Only the movies from completed puzzles are selectable. While the movie is playing you can press the **A** button at any time to return to the Select a Puzzle Movie screen.

### Game Movie Gallery

This takes you to the Select a Game Movie screen. Use the directional buttons to highlight a selection, press the **X** button to make your choice and see the movie. Only the movies you have unlocked while playing the game are selectable. While the movie is playing you can press the **A** button at any time to return to the Select a Game Movie screen.

## MO'S BIG WATER™ RACING

Select Mo to go to Mo's racing game in the Big Water™. This game is only available once you've played through the main game with all four players. Use the directional buttons to guide Mo left, right, forward, and backward in the water, and press the **X** button to make him jump through the hoops. Jump through all the hoops to see a special animation!

### PAUSING A GAME

Use the START button to pause game play at any time.

### PAUSED GAME MENU

Use the directional buttons to highlight a selection, and press the **X** button to make your choice.

### Options

Displays the Options menu where you can adjust music or sound volume or turn the Vibration function on or off. (See page 6)

### Exit Level

Returns you to the Level Selection screen without saving the game.



### Return to Menu

Returns you to the Main Menu without saving the game.

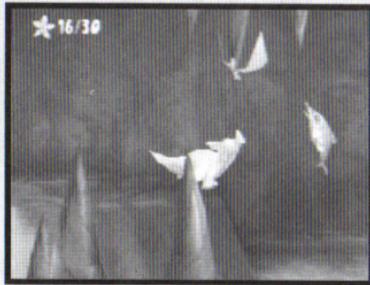
Press the **A** button to go back to the Pause Game menu.

## SAVING A GAME

The game will automatically be saved at the end of each level if you are using a MEMORY CARD. This title uses MEMORY CARD slot 1 exclusively.

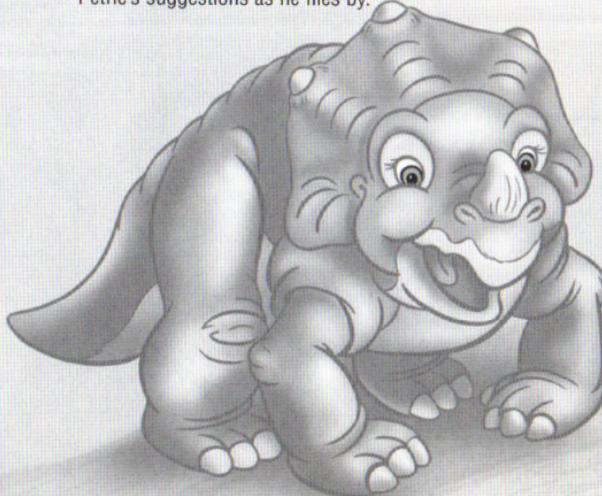


# HOW TO PLAY



Your prehistoric pals have to help Mo get back home! Help each character get through four different levels on their way to the Big Water™. Guide your favorite dinosaurs to run, jump, slide, head butt and tail whip their way through all kinds of obstacles. Carefully leap across pools of red lava. Jump onto logs and float across ponds and down rivers. Jump onto geysers and get carried high in the sky. Head butt or tail whip obstacles in your way. Be careful not to fall down ravines!

The goal is to navigate to the end of each level. Along the way, try to collect as many Treestars™ as you can. If you need help, listen to Petrie's suggestions as he flies by.



# TREESTARS™

As you travel through the levels, collect the Treestars™ scattered everywhere. To pick up a Treestar™ just walk right over it and add it to your collection. The number of Treestars™ you have collected on a level and the total number there are to find on a level are displayed in the upper left corner of the screen. When you have collected enough Treestars™ more puzzles will become available in Petrie's Place!



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# NOTES



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### EMAIL SUPPORT

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to [support@tdk-m.com](mailto:support@tdk-m.com). Please include a detailed description of the situation.

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TDK Mediactive  
4373 Park Terrace Drive  
Westlake Village, CA 91361  
Attn: Product Support

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